from the master gaming controller, designed or configured to execute the game logic for rendering one or more two-dimensional images derived from the 3-D object and 3) a network interface board designed or configured to allow the master gaming controller to communicate with a remote display device where the rendered one or more two-dimensional images are displayed on the remote display device. The master gaming controller may communicate with the remote display device using at least one of a local area network, a wide area network or the Internet.

[0021] Another aspect of the present invention provides a method of playing a plurality games of chance in a gaming machine with a master gaming controller, a display device and a memory device. The method may be generally characterized as including: 1) receiving a single wager for a plurality of games of chance controlled by the master gaming controller on the gaming machine; 2) determining a game outcome for each game of chance in the plurality games of chance; 3) rendering the plurality of games of chance in a three dimensional gaming environment stored in the memory device on the gaming machine; 4) rendering a first two-dimensional image derived from a first 3-D object in the three-dimensional gaming environment wherein the first two-dimensional image comprises a first portion of the plurality of rendered games of chance; 5) displaying the first rendered two-dimensional image to the display device on the gaming machine; 6) rendering a second two-dimensional image derived from a second 3-D object in the three-dimensional gaming environment wherein the second two-dimensional image comprises a second portion of the rendered plurality of games of chance; and 7) displaying the second rendered two-dimensional image to the display device on the gaming machine.

[0022] The method may also include one or more of the following: a) receiving a wager for each of the plurality of games of chance, b) rendering a sequence of two-dimensional images derived from 3-D objects in the three-dimensional gaming environment wherein three-dimensional positions of the 3-D objects in the sequence appear to vary continuously between a first three-dimensional position of a first 3-D object and a second three-dimensional position of a second 3-D object, c) selecting a first game of chance in the first portion of the plurality of rendered games of chance; making a wager on the first game of chance; initiating the first game of chance; selecting a second game of chance in the second portion of the plurality of rendered games of chance; making a wager on the second game of chance; and initiating the second game of chance, d) receiving an input signal to initiate at least one game of chance in the first portion of the plurality of rendered games of chance; and rendering a game outcome presentation for the at least one game of chance, e) rendering a bonus game for the at least one game of chance, f) receiving an input signal to initiate at least one game of chance in the second portion of the plurality of rendered games of chance; and rendering a game outcome presentation for the at least one game of chance, g) rendering a bonus game for the at least one game of chance.

[0023] In particular embodiments, the plurality of games of chance are multiple hands of a card game presented simultaneously where the multiple hands of the card game are between 1 hand of poker to 1000 hands of poker. Further, the game of chance may be selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video black jack game, a bingo game and a card game.

[0024] In a gaming machine comprising a master gaming controller, a display device and a memory device, a method of displaying a plurality game windows on the display device wherein at least one of the game windows is used to present a game of chance. The method may be described as including: 1) generating a plurality of 3-D game windows arranged in a 3-D game interface model wherein the 3-D game interface model comprises a 3-D geometric surface description for each of the plurality of game windows; 2) mapping game window content to each of the 3-D game windows, 3) rendering game window content to each of the 3-D game windows; 4) rendering a two-dimensional image derived from a three-dimensional object in the three-dimensional game interface model stored in the memory device on the gaming machine; and 5) displaying the rendered two-dimensional image to the display device on the gaming machine.

[0025] The method may also include one or more of the following: a) activating the one or more 3-D game windows, b) receiving an input signal to initiate a game of chance in one or more of the active 3-D game windows, c) rotating the 3-D game interface model, d) presenting a game of chance in one or more of the game windows, e) rendering first game window content in a first 3-D game window; rendering second game window content in a second 3-D game window; rendering the first game window content in the second 3-D game window; and rendering the second game window content in the first 3-D game window and f) rendering a two-dimensional image derived from a 3-D object in a three-dimensional gaming environment stored in the memory device on the gaming machine to a 3-D game window in the 3-D game interface model.

[0026] In the particular embodiments, the game window content may be selected from the group consisting of a game of chance, a bonus game, an advertisement, news, stock quotes, electronic mail, a web page, a message service, a locator service or a hotel/casino service, a movie, a musical selection, a casino promotion, a broadcast event, a maintenance operation, a player tracking service, a drink menu and a snack menu. The game of chance may be selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video blackjack game, a bingo game and a card game. At least one game window may be used to play a game against another game player. Further, at least one game window may be used to share a bonus game with a group of game players.

[0027] Another aspect of the present invention provides a method a method of displaying game information in a game window in a gaming machine with a master gaming controller, a display device and a memory device. The method may be generally characterized as including: 1) generating a game window with a first size; 2) rendering a first two-dimensional image derived from a three-dimensional object in a three-dimensional gaming environment stored in the memory device on the gaming machine to fit within the first size of the game window; 3) displaying on the display device the rendered first two-dimensional image within the game window; 4) changing the game window to a second size; 5) rendering a second two-dimensional image derived from the